Subject: Embarking on an adventure with VS
Posted by cbpporter on Sat, 06 Sep 2014 15:49:27 GMT
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I'm going to try right now to compile U++ core using Visual Studio Express 2010 and precompiled headers. Wish me luck!

Subject: Re: Embarking on an adventure with VS
Posted by cbpporter on Sat, 06 Sep 2014 22:57:26 GMT
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Well, this went horribly. I had virtually zero success on my own.

But I did search a bit on the forum and found some information here:
http:// www.ultimatepp.org/forums/index.php?t=msg&goto=40881&amp
;&srch=visual+studio#msg_40881

TheIDE does not generate .lib for debug builds, so I'm stuck with release builds for now. There are two more errors to fix and then maybe I can test out Core:

Quote:
1>Core.lib(WString.obj) : error LNK2001: unresolved external symbol "public: static void __cdecl std::_String_base::_Xran(void)" (?_Xran@_String_base@std@@SAXXZ)
1>Core.lib(WString.obj) : error LNK2001: unresolved external symbol "public: static void __cdecl std::_String_base::_Xlen(void)" (?_Xlen@_String_base@std@@SAXXZ)

Subject: Re: Embarking on an adventure with VS
Posted by cbpporter on Sat, 06 Sep 2014 23:29:55 GMT
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I managed to fix that by changing compiler version.

In release mode thing compile and run for basic tests using Visual Studio and Core.

Unfortunately, using Vector caused this error:
Quote:
1>Core.lib(sheap.obj) : error LNK2005: "void __cdecl Upp::MemoryFree(void *)" (?MemoryFree@Upp@@YAXPAX@Z) already defined in Program.obj

I fixed it by changing flagUSEMALLOC, but now I think that U++ allocator is no longer used.

Subject: Re: Embarking on an adventure with VS
Posted by cbpporter on Wed, 17 Sep 2014 13:13:47 GMT
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Could we get an option for TheIDE to create a .lib, even in debug mode?